



CSGD 458 ILLUSTRATOR II

FEB 03-APR 28, 2015 | 1515 MT. ROYAL, ROOM 207 | TUESDAY 6:30p-9:45p

Instructor: Randy Morgan – morgan@studioix.com – 410-961-1969

COURSE INFORMATION

Course Description

Illustrator II provides students the opportunity to expand their working knowledge of Adobe® Illustrator® CC 2014 Release (version 18x). Tips and techniques using gradients, masks, styles, brushes, symbols & patterns, color, blending & transparency are just a few of the topics that will be explored. Students will learn how Illustrator files are exported and used in other applications such as Photoshop and InDesign. **Adobe Illustrator CC 2014 new features** and **best practices** will be discussed, investigated and utilized throughout this course.

Prerequisite: CSGD 306 *Illustrator I* or equivalent experience

Note: A basic knowledge of computers is required for all digital classes.

Students should bring a USB Flash drive to class.

Academic Goals

Students will expand their working knowledge in both the technical and aesthetic areas of the vector illustration process, from concept to final presentation.

Course Objectives

1. To reinforce and expand upon concepts & techniques learned in **CSGD 306 Illustrator I**.
2. To explore the **creative relationship** between computer hardware, software and you.
3. To develop and enhance your **creative workflow**: concept, design & production, output & presentation, storage and promotion.
4. To **create unique illustrations** for distribution via print and digital media.
5. To learn **methods of working efficiently** with digital imaging hardware & software.

Course Requirements

- Students are expected to have all required materials for this course (see sidebar at right)
- Students are expected to read all course materials, explore hyperlinks, perform independent research and work outside of class on projects
- Students are expected to attend all classes, execute course activities and participate in individual and group critiques (10% towards final grade)
- Students are expected to complete project presentations (75% towards final grade)
- Final exam will include all work executed during the semester (15% towards final grade) (digital files to be turned in from each project for final grading)

Contact Information

Office hours are before/after class and by appointment.

email: morgan@studioix.com

Telephone: 410-961-1969

Microsite: <http://www.studioix.com/edu/mica/csgd458-illustrator2/>

Required Materials

- Paper & Writing Instruments** (plain/graph paper)
- USB Flash Storage Media**
- Internet Access**

Recommended Resources

Any texts or media on Adobe Illustrator, Creative Cloud, digital imaging, illustration, print, web & interaction design, psychology and art.

- Illustrator CC Manual**
helpx.adobe.com/pdf/illustrator_reference.pdf
- Illustrator CC Help**
<https://helpx.adobe.com/illustrator/topics.html>

Suggested Resources

- Adobe Illustrator CS6 & CC WOW! Book**
– Sharon Steuer
- Adobe Illustrator CC Classroom in a Book (2014 Release)** – Brian Wood
- Adobe Master Class: Illustrator Inspiring artwork and tutorials by established and emerging artists** – Sharon Milne
- Adobe TV** <http://tv.adobe.com>
- Layers Magazine** <http://layersmagazine.com>
- lynda.com** <http://www.lynda.com>
- Vector Tuts+** <http://vector.tutsplus.com>

MICA Contact Information

Maryland Institute College of Art 410-669-9200
1300 W Mt. Royal Ave, Baltimore, MD 21217
<http://www.mica.edu>

School for Prof. & Continuing Studies .. 410-225-2219

Technology Help Desk 410-225-2201

Security 410-225-2245

Emergency 911

General Information & Policies

Read more about MICA's policies on attendance, educational rights & privacy, grading, inclement weather, plagiarism, transcripts and more...

http://www.mica.edu/Programs_of_Study/School_for_Professional_and_Continuing_Studies/General_Information_and_Policies.html



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SCHEDULE

(subject to revision)

FEBRUARY

- 03 Introduction:** overview of syllabus, required materials, discuss Adobe® Creative Cloud™, project and exam schedule. Review setting preferences and creating new documents (profiles). Review basic tools, fills and strokes. Review workflow strategies.
- 10 Lecture/Lab:** review **vector graphics** (resolution independent objects) and **raster images** (resolution dependent bitmaps). Exploration of drawing tools, paths, segments and anchors. Investigation of menu commands and tools to modify paths. Using the Brushes panel to create unique lines and marks. Review working with color.
- 17 Critique/Lecture/Lab:** continue exploration of drawing tools, commands and panels. Review gradients and blends. Working with the **Gradient Mesh tool** and menu commands to create dimensional imagery. **Protecting Your Assets** (adding metadata with File Info). Student presentations and digital file collection.
- 24 Lecture/Lab:** continue working with gradients and color for creative fills and strokes. Review **Clipping Masks** and introduce **Opacity Masks** and the Transparency panel.

MARCH

- 03 Critique/Lecture/Lab:** more about **typography** in Adobe Illustrator. Review Adobe's optical vs metric kerning. First look at the Touch Type tool. Threading text through multiple frames. Investigate paragraph and character styles. Student presentations and digital file collection.
- 10 Lecture/Lab:** continue working with typography.
- 17 Spring Break:** enjoy the Holiday and wear sun screen!
- 24 Lecture/Lab:** exploration of the **Perspective Grid** and drawing in perspective. Working with three dimensional effects, filters and more.
- 31 Critique/Lecture/Lab: Illustrator and the Creative Cloud.** Prepping vector imagery for use in Photoshop and InDesign. Investigate vector capabilities of Photoshop and InDesign. Image clean up and file formats for printing. Student presentations and digital file collection.

APRIL

- 07 Critique/Lecture/Lab: Illustrator and the Web** – File > Save for Web... image preparation techniques for digital display (standard and high density pixel displays). Student presentations and digital file collection.
- 14 Lab:** work session with hands-on assistance, individual student reviews.
- 21 Lab:** work session with hands-on assistance, individual student reviews.
- 28 Final Exam:** Q&A session about the Adobe Creative Cloud, student presentations and digital file collection for final grading. **Next Steps: Where to go from here?**

Mac Universal Keyboard Shortcuts

| | |
|---------------------|-----|
| (Select) All | ⌘ A |
| Close (Window) | ⌘ W |
| Copy | ⌘ C |
| Cut | ⌘ X |
| Find | ⌘ F |
| New (Finder Window) | ⌘ N |
| Open | ⌘ O |
| Paste | ⌘ V |
| Print | ⌘ P |
| Quit | ⌘ Q |
| Save | ⌘ S |
| Undo | ⌘ Z |

Microsoft® Windows® Users: Substitute Apple's Command key (⌘) with the Control key.

Save Your Work!

Saving your files frequently with the keyboard shortcut, ⌘ S as you work will ensure minimal problems in the event of operator mistakes, computer error or electrical failure.

The Keyboard Shuffle

If you're a right-handed mouse user, the usual left hand position is to rest your left thumb over the **Command key** (PC: Control key). Now you're set to press Command and another key to execute keyboard shortcuts and work efficiently! Press Command with your thumb and press N with your index finger to make a new file. While pressing the Command key, reach and press W with your index finger to close a window or press Z to undo your last operation. Your right hand can remain in control of your mouse (or preferred input device, i.e. trackpad or stylus) and you get an upper torso workout using both arms! If you need to use two hands to execute a keyboard shortcut, you might as well just use your preferred input device and the menus.

Tip: recruiters love to see their candidates for employment using shortcuts over menus – it's an impressive exhibition of mastery of the tools (and WOWs them every time)!

A few keyboard shortcuts should be executed with two hands because they are more leisurely in nature. **Command-P** (PC: Control-P) for printing is more of an *expectation shortcut* than *production shortcut*, so go ahead and use both hands to print your files!

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ILLUSTRATOR YOUR WAY

Setting Preferences

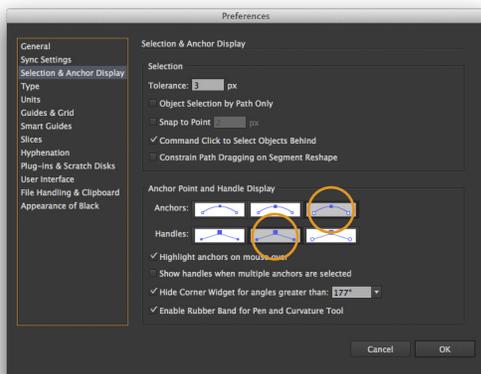
Adobe® Illustrator® ships with a default set of preferences which can be customized to your needs. User preferences can be set in Illustrator using the menu, **Illustrator > Preferences > General...** or **⌘K** (PC: Edit > Preferences > General...)

Sync Settings: saves your preferences in the Creative Cloud to share across multiple computers

Selection & Anchor Display: Anchor Point and Handle Display options

Anchors: the third option, large anchors is easier on the eyes!

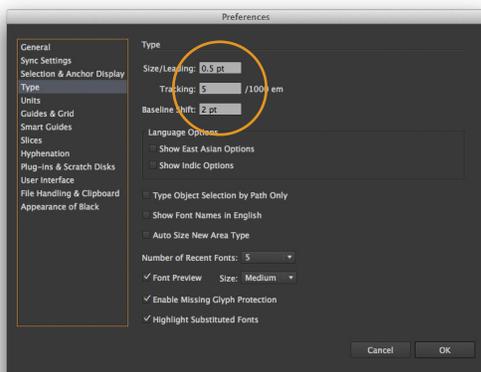
Handles: the second option, solid handles helps avoid confusion between anchors & handles



Type:

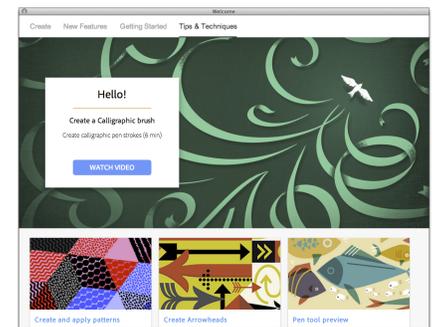
Size/Leading: enter **0.5 pt** for exceptional leading control

Tracking: enter **5 / 1000 em** for exceptional tracking control



Guides & Grids, Smart Guides and Slices: Use the menus or swatches to select colors that make you happy while working in Illustrator! Edit the prefs in your other Creative Cloud apps and use the same colors for consistency!

Adobe Illustrator CC 2014 Release: A New Way to Learn



Adobe Illustrator CC 2014 Release Welcome

You'll be greeted by the **Welcome** window after launching Adobe Illustrator CC 2014 Release for the first time and each time after that. This window automatically appears to assist you with creating new files, learning new features, getting started and tips & techniques. You can dismiss this window by clicking the close button at the top left in the title bar or selecting the **Don't Show Welcome Screen Again** checkbox at the bottom right. You can always view the welcome window again using the menu, **Help > Welcome...**

Color Settings

Adobe Illustrator ships with a default set of color settings which can be customized to your needs. Color settings can be set in Illustrator using the menu, **Edit > Color Settings...** or **⌘K**. Color settings can be synchronized across the Creative Cloud applications using **Adobe® Bridge®**: **Edit > Color Settings...** or **⌘K**.